

Ruby - Bug #19381

SEGV - ivars, both Ubuntu & Windows

01/26/2023 03:32 PM - MSP-Greg (Greg L)

Status:	Closed	
Priority:	Normal	
Assignee:		
Target version:		
ruby -v:	ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x86_64-linux]	Backport: 2.7: UNKNOWN, 3.0: UNKNOWN, 3.1: UNKNOWN, 3.2: UNKNOWN
Description <p>I've used code similar to the below for a long time. When max is set to 50, it runs. When max is set to 51, it SEGV faults.</p> <p>Rubies tested:</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x86_64-linux]</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x64-mingw-ucrt]</p> <p>ruby 3.3.0dev (2023-01-26T07:31:08Z master 6422fef90c) [x64-mswin64_140]</p> <p>I suspect it involves the changes in https://github.com/ruby/ruby/pull/7183 'Limit maximum number of IVs on a shape'</p> <pre>module Test class << self def run max = 51 (1..max).each do v instance_variable_set("@iv#{v}".to_sym, nil) end end end end Test.run puts Test.instance_variables</pre>		
Related issues: <p>Related to Ruby - Bug #19334: Defining many instance variables and accessing ... Closed</p>		

History

#1 - 01/26/2023 03:48 PM - luke-gru (Luke Gruber)

Recently there was a change to object shapes, and there were no tests made for that commit. I think they'll add some now :)
The change is here, made on Jan. 25: <https://github.com/ruby/ruby/commit/78fcc9847a9db6d42c8c263154ec05903a370b6b>

It looks like objects other than T_OBJECTs are being set to TOO_COMPLEX shape.

EDIT: oh sorry I didn't see you added the PR in your ticket MSP-Greg.

#2 - 01/26/2023 03:52 PM - MSP-Greg (Greg L)

Thanks. That's the commit for the PR I listed ([#7183](#)). I should have listed it...

#3 - 01/26/2023 04:04 PM - tenderlovmaking (Aaron Patterson)

Thanks. I'm going to revert the commit for now. ☹☹☹☹

#4 - 01/26/2023 04:09 PM - Eregon (Benoit Daloze)

- Related to Bug #19334: Defining many instance variables and accessing them is slow in Ruby 3.2.0 added

#5 - 02/10/2023 06:20 PM - jeremyevans0 (Jeremy Evans)

- Status changed from Open to Closed

Fixed by [28da9909849dc02abe74de8170fe4036534361ba](#)